
Title: DENIZENS OF CAVES

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During our inhabitation of this remote outpost we have been assaulted by creatures of such uniqueness and variety that I have taken it upon myself to create a bestiary.

Arachnian: This terrifying creature has the full body, head and legs of the giant spider common to our island, with the torso, head and arms of a man growing from just behind its spider-head. Speculation abounds as to the origin of these horrible hybrids; some claim the mad servants of Chaos created it in one of their endless foolish experiments, others say it was the work of a long-dead lunatic mage. Regardless of how they came to be, the Arachnian is perhaps the deadliest of all foes we face here at Serpent's Fang.

Liche: This is not so much a creature as it is a being, but I consider it worthy of note here. All of the folk I have spoken to in the keep are rather reticent about the liche, but I have compiled the following information: The liche was here before the keep was established. It is undead; once alive, it entered a state of "unliving" which heightened its power but nullified what humanity it may

have had when it was
alive. It can command
undead and hurl the most
devastating of spells.

Naga: A fearsome
creature whose lower half
is that of a giant snake
and upper half is that of
a human woman, the Naga
is capable of delivering
devastating volleys of
arrows at those who dare
intrude upon its lair. The
Naga's origin, like that of
the Arachnian (see above)
is questionable. It is best,
when a Naga is spotted,
to close for battle
immediately, lest their
arrows bring thee down
before thou hast a
chance to flee.
Additionally, they have
been known to use snakes
as a front line while the
Naga pick intruders off
with arrows.

Shasrajaah: These
menacing, scaled freaks
have intimidating forms of
attack; with their long,
snake-like necks they
thrust their heads toward
their enemy, latching on
with their rending teeth,
then with their strong
neck muscles ripping flesh
off. Though they seldom
land hits, they are
deceptively quick and
resilient to blows.
However, they are
enormously stupid, unable
to even open doors. They
often attack in groups,
making them more
dangerous, but they are
easily led into traps. Thus
have we been able to
repel their regular
attacks.

I have considerable
information on the origin
of these beasts; basically,
they were an attempt by

the forces of Chaos to
fuse viper and man. The
Lords of Discipline (those
fortunate soldiers whose
minds were transferred
into the bodies of
automatons) had brought
the advantage to Order
in the war, and these
Shasrajah were their
attempt to tip the scales
in their favor.

Fortunately, the soldiers
sacrificed to this
wasteful end went insane
in their new bodies. They
escaped from the lab and
began spreading their foul
race all over the
subterranean realms of
our isle...